

Level 3 – 2003 PAAP Mathematics Rubric and Scoring Guide

adapted from the Maine Assessment Portfolio (MAP) General Content Area Rubrics

1 <i>Attempted Demonstration</i> (little evidence)	2 <i>Partial Demonstration</i> (some evidence)	3 <i>Proficient Demonstration</i> (evidence meets standards)	4 <i>Sophisticated Demonstration</i> (evidence exceeds standards)	Learning Results Content Standards and Performance Indicators
No significant demonstration of any performance indicators from content standards A at Entry Level 3.	Some demonstration of performance indicator(s) # _____ from content standard A at Entry Level 3.	Accurate, appropriate demonstration of performance indicator(s) # _____ from content standard A at Entry Level 3.	Exceeds expectations in demonstrating performance indicator(s) # _____ from content standard A at Entry Level 3.	<p><i>Students will be able to:</i> <u>Numbers and Number Sense (A)</u> – Understand and demonstrate a sense of what numbers mean and how they are used.</p> <ol style="list-style-type: none"> 1. Use numbers in a variety of equivalent and interchangeable forms (e.g., integer, fraction, decimal, percent, exponential, and scientific notation) in problem-solving. 2. Demonstrate understanding of the relationships among the basic arithmetic operations on different types of numbers. 3. Apply concepts of ratios, proportions, percents, and number theory (e.g., primes, factors, and multiples) in practical and other mathematical solutions. 4. Represent numerical relationships in graphs, tables, and charts.
Employs inappropriate strategies and inaccurate or inappropriate application of computation skills.	Employs appropriate strategies, but includes some inaccurate and/or inappropriate application of computation skills.	Employs appropriate strategies and includes accurate, appropriate application of computation skills.	Employs sophisticated or efficient strategies and includes accurate, appropriate application of computation skills.	<p><i>Students will be able to:</i> <u>Computation and Problem Solving (B)</u> – Students will understand and demonstrate computation skills.</p> <ol style="list-style-type: none"> 1. Compute and model all four operations with whole numbers, fractions, decimals, sets of numbers, and percents, applying the proper order of operations. 2. Create, solve, and justify the solution for multi-step, real-life problems including those with ration and proportion.
No significant demonstration of any performance indicators from content standards C at Entry Level 3.	Some demonstration of performance indicator(s) # _____ from content standard C at Entry Level 3.	Accurate, appropriate demonstration of performance indicator(s) # _____ from content standard C at Entry Level 3.	Exceeds expectations in demonstrating performance indicator(s) # _____ from content standard C at Entry Level 3.	<p><i>Students will be able to:</i> <u>Data Analysis and Statistics (C)</u> – Understand and apply concepts of data analysis.</p> <ol style="list-style-type: none"> 1. Organize and analyze data using mean, median, mode, and range. 2. Assemble data and use matrices to formulate and solve problems. 3. Construct inferences and convincing arguments based on data.

Definitions: *Sophisticated* – exceeding the expectation of an age or developmental level, applying skill concepts in novel way. *Efficient* – demonstrating unusual insight through use of a more direct approach than is typical. *Elegant* – concise and precise. (Source: Maine Assessment Portfolio, Maine Mathematics and Science Alliance, and Maine Department of Education.)

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No significant demonstration of any performance indicators from content standards D at Entry Level 3.	Some demonstration of performance indicator(s) # ____ from content standard D at Entry Level 3.	Accurate, appropriate demonstration of performance indicator(s) # ____ from content standard D at Entry Level 3.	Exceeds expectations in demonstrating performance indicator(s) # ____ from content standard D at Entry Level 3.	<p><i>Students will be able to:</i> <u>Probability (D)</u>- Understand and apply concepts of probability.</p> <ol style="list-style-type: none"> Find the probability of simple events and make predictions by applying the theories of probability. Explain the idea that probability can be represented as a fraction between and including zero and one. Use simulations to estimate probabilities. Find all possible combinations and arrangements involving a limited number of variables.
No significant demonstration of any performance indicators from content standards E at Entry Level 3.	Some demonstration of performance indicator(s) # ____ from content standard E at Entry Level 3.	Accurate, appropriate demonstration of performance indicator(s) # ____ from content standard E at Entry Level 3.	Exceeds expectations in demonstrating performance indicator(s) # ____ from content standard E at Entry Level 3.	<p><i>Students will be able to:</i> <u>Geometry (E)</u> – Understand and apply concepts from geometry.</p> <ol style="list-style-type: none"> Compare, classify, and draw two dimensional shapes and three dimensional figures. Apply geometric properties to represent and solve real-life problems involving regular and irregular shapes. Use a coordinate system to define and locate position. Use the appropriate geometric tools and measurements to draw and construct two and three dimensional figures.

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No significant demonstration of any performance indicators from content standards F at Entry Level 3.	Some demonstration of performance indicator(s) # ____ from content standard F at Entry Level 3.	Accurate, appropriate demonstration of performance indicator(s) # ____ from content standard F at Entry Level 3.	Exceeds expectations in demonstrating performance indicator(s) # ____ from content standard F at Entry Level 3.	<p><i>Students will be able to:</i> <u>Measurement (F)</u> – Understand and demonstrate measurement skills.</p> <ol style="list-style-type: none"> Demonstrate the structure and use of systems of measurement. Develop and use concepts that can be measured directly, or indirectly (e.g., the concept of rate). Demonstrate an understanding of length, area, volume, and the corresponding units, square units, and cubic units of measure.
No significant demonstration of any performance indicators from content standards G at Entry Level 3.	Some demonstration of performance indicator(s) # ____ from content standard G at Entry Level 3.	Accurate, appropriate demonstration of performance indicator(s) # ____ from content standard G at Entry Level 3.	Exceeds expectations in demonstrating performance indicator(s) # ____ from content standard G at Entry Level 3.	<p><i>Students will be able to:</i> <u>Patterns, Relations, Functions (G)</u> – Understand that mathematics is the science of patterns, relationships, and functions.</p> <ol style="list-style-type: none"> Describe and represent relationships with tables, graphs, and equations. Analyze relationships to explain how a change in one quantity can result in a change in another. Use patterns and multiple representations to solve problems.
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No significant demonstration of any performance indicators from content standards H at Entry Level 3.	Some demonstration of performance indicator(s) # _____ from content standard H at Entry Level 3.	Accurate, appropriate demonstration of performance indicator(s) # _____ from content standard H at Entry Level 3.	Exceeds expectations in demonstrating performance indicator(s) # _____ from content standard G at Entry Level 3.	<p><i>Students will be able to:</i> <u>Algebra Concepts (H)</u> – Understand and apply algebraic concepts.</p> <ol style="list-style-type: none"> 1. Use the concepts of variables and expressions. 2. Solve linear equations using concrete, informal, and formal methods which apply the order of operations. 3. Analyze tables and graphs to identify properties and relationships in a practical content. 4. Use graphs to represent two-variable equations. 5. Demonstrate an understanding of inequalities and non-linear equations. 6. Find solutions for unknown quantities in linear equations and in simple equations and inequalities.
No significant demonstration of any performance indicators from content standards I at Entry Level 3.	Some demonstration of performance indicator(s) # _____ from content standard I at Entry Level 3.	Accurate, appropriate demonstration of performance indicator(s) # _____ from content standard I at Entry Level 3.	Exceeds expectations in demonstrating performance indicator(s) # _____ from content standard I at Entry Level 3.	<p><i>Students will be able to:</i> <u>Discrete Mathematics (I)</u> – Understand and apply concepts in discrete mathematics.</p> <ol style="list-style-type: none"> 1. Create and use networks to explain practical situations or solve problems. 2. Identify patterns in the world and express these patterns with rules.
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No significant demonstration of any performance indicators from content standards A at Entry Level 4.	Some demonstration of performance indicator(s) # _____ from content standard A at Entry Level 4.	Accurate, appropriate demonstration of performance indicator(s) # _____ from content standard A at Entry Level 4.	Exceeds expectations in demonstrating performance indicator(s) # _____ from content standard A at Entry Level 4.	<p><i>Students will be able to:</i> <u>Numbers and Number Sense (A)</u> – <i>Understand and demonstrate a sense of what numbers mean and how they are used.</i></p> <ol style="list-style-type: none"> Describe the structure of the real number system and identify its appropriate applications and limitations. Explain what complex numbers (real and imaginary) mean and describe some of their many uses.
Employs inappropriate strategies and inaccurate or inappropriate application of computation skills.	Employs appropriate strategies, but includes some inaccurate and/or inappropriate application of computation skills.	Employs appropriate strategies and includes accurate, appropriate application of computation skills.	Employs sophisticated or efficient strategies and includes accurate, appropriate application of computation skills.	<p><i>Students will be able to:</i> <u>Computation and Problem Solving (B)</u> – <i>Students will understand and demonstrate computation skills.</i></p> <ol style="list-style-type: none"> Uses various techniques to approximate solutions, determine the reasonableness of answers, and justify the results. Explain operations with number systems other than base ten.
No significant demonstration of any performance indicators from content standards C at Entry Level 4.	Some demonstration of performance indicator(s) # _____ from content standard C at Entry Level 4.	Accurate, appropriate demonstration of performance indicator(s) # _____ from content standard C at Entry Level 4.	Exceeds expectations in demonstrating performance indicator(s) # _____ from content standard C at Entry Level 4.	<p><i>Students will be able to:</i> <u>Data Analysis and Statistics (C)</u> – <i>Understand and apply concepts of data analysis.</i></p> <ol style="list-style-type: none"> Determine and evaluate the effect of variables on the results of data collection. Predict and draw conclusions from charts, tables, and graphs that summarize data from practical situations. Demonstrate an understanding of concepts of standard deviation and correlation and how they relate to data analysis. Demonstrate an understanding of the idea of random sampling and recognition of its role in statistical claims and designs for data collection. Revise studies to improve their validity (e.g., in terms of better sampling, better controls, or better data analysis techniques).

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No significant demonstration of any performance indicators from content standards D at Entry Level 4.	Some demonstration of performance indicator(s) # _____ from content standard D at Entry Level 4.	Accurate, appropriate demonstration of performance indicator(s) # _____ from content standard D at Entry Level 4.	Exceeds expectations in demonstrating performance indicator(s) # _____ from content standard D at Entry Level 4.	<p><i>Students will be able to:</i> <u>Probability (D)</u>- Understand and apply concepts of probability.</p> <ol style="list-style-type: none"> Find the probability of compound events and make predictions by applying probability theory. Create and interpret probability distributions.
No significant demonstration of any performance indicators from content standards E at Entry Level 4.	Some demonstration of performance indicator(s) # _____ from content standard E at Entry Level 4.	Accurate, appropriate demonstration of performance indicator(s) # _____ from content standard E at Entry Level 4.	Exceeds expectations in demonstrating performance indicator(s) # _____ from content standard E at Entry Level 4.	<p><i>Students will be able to:</i> <u>Geometry (E)</u> – Understand and apply concepts from geometry.</p> <ol style="list-style-type: none"> Draw coordinate representations of geometric figures and their transformations. Use inductive and deductive reasoning to explore and determine the properties of and relationships among geometric figures. Apply trigonometry to problem situations involving triangles and periodic phenomena.
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No significant demonstration of any performance indicators from content standards F at Entry Level 4.	Some demonstration of performance indicator(s) # _____ from content standard F at Entry Level 4.	Accurate, appropriate demonstration of performance indicator(s) # _____ from content standard F at Entry Level 4.	Exceeds expectations in demonstrating performance indicator(s) # _____ from content standard F at Entry Level 4.	<p><i>Students will be able to:</i> <u>Measurement (F)</u> – Understand and demonstrate measurement skills.</p> <ol style="list-style-type: none"> 1. Use measurement tools and units appropriately and recognize limitations in the precision of the measurement tools. 2. Derive and use formulas for area, sue area, and volume of many types of figures.
No significant demonstration of any performance indicators from content standards G at Entry Level 4.	Some demonstration of performance indicator(s) # _____ from content standard G at Entry Level 4.	Accurate, appropriate demonstration of performance indicator(s) # _____ from content standard G at Entry Level 4.	Exceeds expectations in demonstrating performance indicator(s) # _____ from content standard G at Entry Level 4.	<p><i>Students will be able to:</i> <u>Patterns, Relations, Functions (G)</u> – Understand that mathematics is the science of patterns, relationships, and functions.</p> <ol style="list-style-type: none"> 1. Create a graph to represent a real-life situation and draw inferences from it. 2. Translate and solve a real-life problem using symbolic language. 3. Model phenomena using a variety of functions (linear, quadratic, exponential, trigonometric, etc. 4. Identify a variety of situations explained by the same type of function.
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No significant demonstration of any performance indicators from content standards H at Entry Level 4.	Some demonstration of performance indicator(s) # _____ from content standard H at Entry Level 4.	Accurate, appropriate demonstration of performance indicator(s) # _____ from content standard H at Entry Level 4.	Exceeds expectations in demonstrating performance indicator(s) # _____ from content standard G at Entry Level 4.	<p><i>Students will be able to:</i> <u>Algebra Concepts (H)</u> – Understand and apply algebraic concepts.</p> <ol style="list-style-type: none"> 1. Use tables, graphs, and spreadsheets to interpret expressions, equations, and inequalities. 2. Investigate concepts of variation by using equations, graphs, and data collection. 3. Formulate and solve equations and inequalities. 4. Analyze and explain situations using symbolic representations.
No significant demonstration of any performance indicators from content standards I at Entry Level 4.	Some demonstration of performance indicator(s) # _____ from content standard I at Entry Level 4.	Accurate, appropriate demonstration of performance indicator(s) # _____ from content standard I at Entry Level 4.	Exceeds expectations in demonstrating performance indicator(s) # _____ from content standard I at Entry Level 4.	<p><i>Students will be able to:</i> <u>Discrete Mathematics (I)</u> – Understand and apply concepts in discrete mathematics.</p> <ol style="list-style-type: none"> 1. Use linear programming to find optimal solutions to a system. 2. Use networks to find solutions to problems. 3. Apply strategies from game theory to problem-solving situations. 4. Use matrices as tools to interpret and solve problems.
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